

DISTANCE SCOUTING PROGRAMME 1

"ROBIN HOOD – THE BEGINNING"

(20 MARCH 2020)

Developed by: 1st BEDFORDVIEW SCOUT TROOP, DISA ROAD, BEDFORDVIEW PO BOX 16117 DOWERGLEN. <http://www.1stbedfordviewscouts.co.za> [Facebook](#)

Troop Scouter: Andrew Campbell, **Assistant Troop Scouters:** Stephen Westhoff, Jamie Cottrell and **Troop Helper:** Kevin Botes

You have until 'insert date to be completed here' to complete this programme. Follow the instructions carefully and you will be marked "present" for the programme, earn points for your patrol and hopefully compete some advancement and prepare for upcoming programmes and camps. More importantly, HAVE FUN!!!

Equipment required for programme:

- A cell phone with internet access and WhatsApp access to your patrol WhatsApp Group
- A soccer ball or similar ball
- An old plastic bottle
- A knife
- Some cotton wool
- Muddy water

Prior to the Programme your PL should determine who will be creating the "water video" (See "Thirsty Anyone" below). More than one scout can do this item. If no scout needs to do this advancement item, the PL should do the video. The PL should also decide who will be attending to the Blog (See "Back to the Future") below.

Last week you and your Patrol celebrated the end of a witch who had been terrorising a local village with a feast worthy of a king. Unbeknownst to you, the witch left a final surprise. She had cast a magic spell on the village's salt supply, and its effects take hold shortly after the feast.

The air shimmers, and suddenly you and your fellow scouts find yourself in a Medieval English town. The townsfolk take one look at you and your strange clothing and give chase. Your patrol scatters into a nearby forest.

Strangely, your cell phone and its internet access still work. You are in contact with your patrol via your phones, but meeting up in a large group is just going to attract attention from the locals. You are on your own for now!

INSPECTION:

Thanks to the witch's spell and the hostile villagers you find yourself in a survival situation. The witch's magic sucked some objects from the future back with you, see what you can find to put in your survival kit. See what you can find in your home to create a mobile survival kit. The kit should fit in your pocket and can include anything in your home with a survival purpose. You should not take more than 15 minutes for this task. When you are done, take a photo of your survival kit and send it to your PL for marking. Your kit may come in useful later in the year for the bi-annual Survival Bash, so don't throw it away!

This covers part of Item 1 of the Survival Scoutcraft Badge. Have a look at pages 176 to 191 of "My Scout Journey" to get ideas of what you might need to do in a survival situation.

GAME:

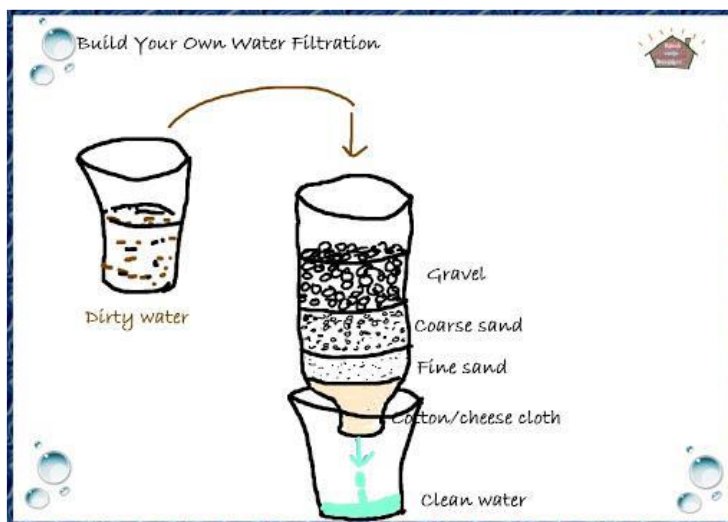
You had just put together your survival kit and were about to move off into the forest when you feel eyes fixing upon you. You look up only to find yourself surrounded by 20 of the roughest looking men you have ever seen. "Who dares enter the Forest of Nottingham, home of the Free Men?" asks the leader of the men, cocking an English longbow at the same time. These are clearly not villagers, they are outlaws! You stammer your name. "Well, you don't look like one of the sheriff's people. Can you best Little John though?" says the man. An enormous man strides forward with a leather ball under his arm.

"If you can best Little John, we may allow you to live" says the man. He explains that Little John can keep the ball in the air for minutes on end without his hands. Can you beat him? See how long you can keep a soccer ball in the air using only your feet or head, no hands allowed! Use your cell phone to time yourself. You can repeat this task if the ball hits the ground. Take ten minutes in total and see how well you do against other members of your patrol. Put forward your best time, who will be the champion of your patrol?

THIRSTY ANYONE?

Although your time is nowhere near as good as Little John's, your perseverance impresses the outlaws and they decide to let you live ... for now. The outlaws take you to their camp and offer you a drink of water.

Hygiene standards are clearly not what they are in the future. The water is ... DISGUSTING to say the least. You need to drink though.



If you have completed your “Living Outdoors” Theme from your Traveller put together a presentation for your patrol on how to make water fit for human consumption. This should include details on how to filter water (remove particles etc) and how to kill germs and bacteria in the water. You can discuss several methods (charcoal, boiling, potassium permanganate, purification tablets etc) if you want. The video should be no longer than ten minutes long.

This covers Item 3a of the Living Outdoors Theme of the Traveller Badge.

If you have not completed your “Living Outdoors” Theme from your Traveller watch the video / videos uploaded on your patrol WhatsApp Group and then use your plastic bottle, knife, cotton wool and anything else you can find in your garden to purify the muddy water. Take up to 15 minutes to purify your water. When you are done, get your parents to take a photo of you enjoying your tasty beverage and post it on your patrol WhatsApp group.

This covers the requirements of item 5 of the Scoutcraft Survival Badge.

BACK TO THE FUTURE?

You chat to the outlaws and realise that they aren’t a bad lot. The King, Richard I is off in the Holy Land on a Crusade. His regent, Prince John, is a cruel man and the taxes meant to support the war are being stolen by corrupt officials like the nearby Sheriff of Nottingham. Many people have fled the towns and cities to try and eke a living out of Nature’s bounty. Their leader, Robin, is well known for his cloak with a distinctive hood, hence his nickname, “Robin of the Hood”. These aren’t outlaws. They are ordinary people forced into the forest by the evil Sheriff of Nottingham.

You are going to have to get back to the future somehow but in the meantime your family must be worried stiff. Luckily due to the anomaly in the witches magic you still have access to the internet, and your phone’s batteries don’t seem to run down. You can use this to let your parents family know that you are ok.

If you have completed your “Leadership” Theme from your Discoverer set up a Skype conference with your patrol members (scattered throughout Nottingham Forest!) and discuss setting up a patrol blog which your families can access to see what you are up to. Set up the blog (if you don’t have one already) and start off by posting pictures of this programme. If you already have a patrol blog, upload pictures of this programme. **If nobody need to complete this item the PL should set up this meeting.**

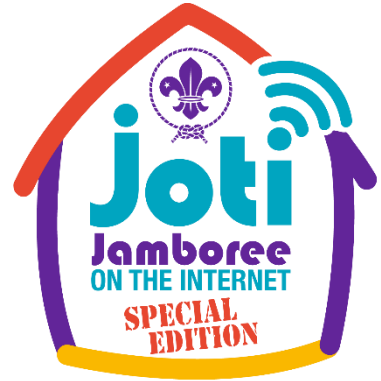
This covers part of Item 1ii of the Leadership Theme from your First Class Badge. You need to maintain the blog for a term to pass this item.

If you are not running the blog take part in the Skype conference and then update your Personal Log. What do you feel about your first Distance Scouting Programme? Maybe add some of the photos of what you are doing.

This covers part of Item 1i of the Personal Development Theme from the Traveller Badge. You need at least five entries to pass the item.

ANNOUNCEMENTS:

- Remember that all scouting activities are suspended until at least after the Easter Holidays.
- As a Scout it is your duty to be useful and to help others. The best way to do this is to educate yourself about the current health crisis facing the world. Visit <https://www.scouts.org.za/members/covid-19-info-for-members/> and in particular the WHO video referenced on the site.
- From **3 to 5 April a special Jamboree on the Internet** (JOTI) will be taking place, which will allow you to interact with Scouts from around the world. Those of you who were at the World Jamboree in the USA last year can catch up with some of your friends. Information on this event can be found at <https://www.jotajoti.info/home>.
- This Distance Scouting Programme is an experiment. We would appreciate constructive feedback on the programme.
Please send this to andrew.campbell@scouts.org.za.



TROOP DISMISSED!

With recognition for putting this programme together to:

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